BESI AVAILADLE ~~.

Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I OTHER THAN** SMALL ENTITY SMALL ENTITY TYPE [OR (Column 2) (Column 1) FEE RATE FEE RATE **TOTAL CLAIMS** 710.00 BASIC FEE BASIC FEE 355.00 OR NUMBER EXTRA NUMBER FILED FOR 0 X\$18= TOTAL CHARGEABLE CLAIMS X\$ 9= OR minus 20= QО X80= minus 3 = X40= INDEPENDENT CLAIMS OR MULTIPLE DEPENDENT CLAIM PRESENT +270= +135= OR' * If the difference in column 1 is less than zero, enter "0" in column 2 OR TOTAL **TOTAL** OTHER THAN **CLAIMS AS AMENDED - PART II SMALL ENTITY** SMALL ENTITY OR (Column 2) (Column 3) 11-20-01 (Column 1) ADDI-HIGHEST ADDI-CLAIMS PRESENT NUMBER RATE TIONAL REMAINING RATE TIONAL PREVIOUSLY **EXTRA AFTER** FEE AMENDMENT FEE PAID FOR AMENDMENT X\$18= X\$ 9= OR Minus **Total** Minus 21 X80= Independent X40= ÓR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) HIGHEST ADDI-ADDI-CLAIMS PRESENT NUMBER TIONAL REMAINING RATE 8 TIONAL RATE **PREVIOUSLY EXTRA** AFTER FEE **AMENDMENT** FEE PAID FOR AMENDMENT X\$18= X\$ 9= Minus OR Total Minus X80= Independent X40= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL ADDIT, FEE ADDIT. FEE (Column 3) (Column 2) (Column 1) HIGHEST ADDI-CLAIMS ADDI-PRESENT NUMBER REMAINING RATE **TIONAL** O TIONAL RATE **PREVIOUSLY EXTRA AFTER** AMENDMENT FEE FEE PAID FOR AMENDMENT X\$18=X\$ 9= Minus OR T tal Minus Independent X80= X40= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR

OR

TOTAL

ADDIT. FEE

TOTAL

ADDIT, FEE

^{*} If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

[&]quot;If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

[&]quot;"If the "Highest Number Previously Paid For IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.